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**Telephone Support:** Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

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**Proof of Purchase**
*MySims™ Agents*
1914805

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Wii™

# MySims™ AGENTS

INSTRUCTION BOOKLET

Vinny's Lair

**PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

## ⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

| | | |
|---|---|---|
| Convulsions | Eye or muscle twitching | Altered vision |
| Loss of awareness | Involuntary movements | Disorientation |

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

## ⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

## ⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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REV-E

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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.

EVERYONE E CONTENT RATED BY ESRB

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### ⚠ *CAUTION: WRIST STRAP USE*

*Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.*

*Also remember the following:*

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*
- *Use the Wii Remote Jacket.*

***SYSTEM MENU UPDATE***

***Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.***

Vimm's Lair

# GENERAL GAMEPLAY CONTROLS

| | |
|---|---|
| **Move/Walk** | Control Stick |
| **Rotate object** (F-Space Manipulator) | Control Stick |
| **Run/Exit** | **B** Button while using the Control Stick to move |
| **Use/Select/Interact** | **A** Button |
| **Jump** | **Z** Button |
| **Enable crowbar/F-Space Manipulator** | +Control Pad (left) |
| **Enable magnifying glass/Super Detector** | +Control Pad (up) |
| **Enable wrench/Techno-Tool** | +Control Pad (right) |
| **Disable gadget** | +Control Pad (down) |
| **Open casebook** | **A** Button and press + Button to view current leads, clues, and items |
| **Open/Close inventory (in HQ)** | **1** Button |
| **Pause menu** | - Button |

# GETTING STARTED

## WHO ARE YOU?

In *MySims™ Agents*, every agent has to start somewhere, so start by creating a personalized agent just for you! Choose a gender and work on the details of your agent's appearance. Select the MySims agent's face to get a closer look, and customize their clothing, hairstyle, eyes, and mouth. Press the **A** Button or **B** Button to cycle through the available choices. On the right side of the screen, choose the color of your agent's hair and an accessory to wear.

Do you want your agent's voice to boom or squeak? Pick the pitch by scrolling the bar up or down, depending on how high or low you want their voice to be.

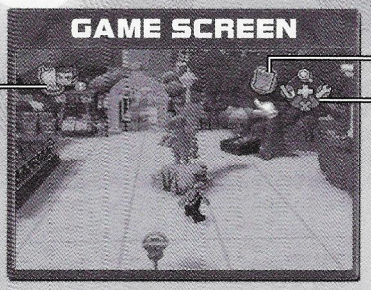
Then there are the face decals! Get creative and choose anything from a rainbow to a scar. After choosing your agent's skin tone, click on the checkmark icon on the bottom right of the screen to select an ultra-cool or mysterious-sounding name.

There are lots of choices for your agent, so take a moment to browse through your options before settling on your new identity.

**HELPFUL TIPS**

- If you decide you would rather pick a different gender, select the face icon on the top left corner of the screen to go back.
- If you don't feel like making your own agent and want to see what the game creates, select the dice at the bottom left of the screen to get a randomized MySims agent.
- Don't worry about making the perfect agent. You can always change your appearance later in the game.






## SAVING AND LOADING

To save a game, go to the pause menu by clicking the - Button. From the pause menu, select SAVE GAME. There are three game slots in which you can save your games. Use the Wii Remote to select the slot where you want to store your game and press the **A** Button. You may also use the +Control Pad to choose the slot and then press the **A** Button. When your game is finished saving, a prompt tells you that it is complete. From here you can also change your sound options and exit your current game to the main menu screen.

To load a saved game from the main menu, select LOAD GAME. Choose the game from one of the three saved game slots that you want to load from and hit the **A** Button. Different saved games are identified by the names of your agents.

## INTRODUCTION TO THE CITY

Beneath its peaceful appearance, your city is a hotbed of mischief, crime, and intrigue. As an agent, it's your job to gather the clues necessary to bring the culprits to justice. Pick up some handy tools in the course of your investigations, get help from your squads, and always remember that your best tool is your keen agent eyes. So explore the city, talk to its inhabitants, be on the lookout for anything suspicious, and leave no stone unturned. You never know when something seemingly ordinary might unexpectedly be the key to completing missions in *MySims Agents*!

## THE FIRST OF MANY

Working out of a pizza shop is a great place for an agent to get their start. After all, an agent can't solve mysteries on an empty tummy, can they! Chef Gino is nice enough to let you work out of his pizzeria while you help solve local cases. Buddy, your artist friend, likes to hang out and watch you solve crimes, and also makes sure that any leftover pizza gets eaten!

As an agent, you have tools at your disposal to help solve cases. You begin with a crowbar for opening crates and other locked items, such as a wrench for fixing broken items and—most importantly—your magnifying glass for finding suspicious footprints. But before you even get settled in and eat some pizza, you get your first case, involving a frantic pet owner, a lost dog, and Morcubus, the evil CEO of Morcucorp. Stay sharp!



Vimm's Lair

## EXPLORING NEW HORIZONS

Main Street is only the beginning of the adventures to come. Learn the basics of being an exceptional agent as you help your neighbors solve their dilemmas. Solving those problems helps your reputation as an agent grow, and as it grows, so does your world! Take the train to different areas of the city and make sure to take in your surroundings. There are always clues and special secrets to be found. Many of the special items you find along the way are ready to use when you get your very own headquarters (see *Home Sweet HQ*)!

**PLUMBOB**

When your MySims agent walks up to a particular object in the game, a green or blue diamond (known as the Plumbob) may appear above the object. Solid, green Plumbobs point to an immediately available action. Transparent, green Plumbobs indicate that you have already tried all interactions with the object. Blue Plumbobs show that an interaction is available, but requires a different gadget than what is currently equipped. Explore every interaction to help uncover the mystery of your case!

## DETAILS, DETAILS!

While exploring different areas, you discover all sorts of items. Use items such as clothing and wigs whenever you find a mirror. Decorations and paints are available only in your headquarters. Paint the different floors of your HQ in an array of colors and designs, while adding cool objects to improve each floor's stats. To recruit your own agents, improving your HQ is a must!

## CASE WORK

As a special agent, there are many obstacles to overcome. You need to use your detective equipment and expertise to complete your missions and solve your mysteries. Using equipment is what detective work is all about.

## GET A CLUE

Your casebook is one of the most important tools you have. Keeping track of your clues and leads is crucial for any agent! To open your casebook, press the **+** Button (or use the Wii Remote) and press the **A** Button when your hand is pointed at the casebook at the top right. When your casebook is open, check out all the details of your current case. At the top, you see the name of your current case and three tabs.

- The first tab shows your current leads. Clicking on a lead provides additional information as to what to look for next.
- The second tab shows your current clues that may lead to the case's final answer.
- The third tab shows the items you currently have in your possession that are relevant to the case.

If you are ever unsure as to what to do next, check out your casebook!

## HANDS-ON EXPERIENCE

As a special agent, you get many cool gadgets to help you with your crime-solving. At the beginning of the game, you are equipped with a crowbar, a magnifying glass, and a wrench. The crowbar is useful for opening crates and other objects. Your magnifying glass is perfect for finding footprints that take you to a new lead, and the wrench is great for fixing broken items and salvaging parts.

As your experiences grow, so does your tools inventory. The F-Space Manipulator allows you to move items when you activate a F-Energy Vent. Place boxes, or other items, on top of each other to reach high places you otherwise can't reach. The Detector is a more powerful replacement of your magnifying glass, and the Techno-Tool is a stronger wrench. Scientists and top agents help upgrade your tools as you go, and there are many more upgrades to come!

## TALK TO ME

While out on the field, your squad members call your cell phone to give you updates on their cases. When they call, their profile appears on your cell phone. They either appear with an orange exclamation point, meaning they are sharing information, or with a green clover, indicating they need your help in making a professional decision. Click your cell phone to open it and see what your agents have to say. You can click the tabs to look at a specific squad or the infinity symbol to look at all the squad information as it comes in.

## HOME SWEET HQ

Your headquarters is your base of operations. This is where you spend your time when you're not on the job. Your HQ consists of a basement, three floors, and your lobby. In your lobby, access your office phone, floor plan, and Derobenator 9000 (where you change your clothes!). On the third floor, access your jet (see *Let's Jet!*), your trophy chest, and your arcade machine.

## LEADING THE GANG

Once you become a special agent, recruit your very own agents to help you solve cases! Send these agents out on less important assignments while you continue to investigate Morcucorp. As you and your recruits solve cases, you unlock more MySims who are willing to be your agents.

To hire new agents, use your office phone in the lobby to see a list of available recruits. When you have a recruit selected, you review their interests. Every recruit has their own set of interests that affect how well they perform on missions. There are five different types of interests and each recruit has five slots for a mixture of interests. The red magnet represents charisma, the blue soccer ball represents sports, the green leaf represents nature, the purple alien represents paranormal, and the yellow light bulb represents smarts.

Once you hire an agent, place them in one of the HQ's floors to form a squad. Squads consist of up to three recruits who work together on an assigned case. Make sure to have a variety of interests per squad, in addition to specializing in one or two specific interests.



Vimm's Lair

## SENDING 'EM OUT!

To get new missions to assign to your recruits talk to Jenny, your receptionist. She may be unenthusiastic, but she capably provides you with a list of open cases. Once you select a mission, scroll through your available squads and see how likely each is to succeed based on their interests. The better a squad's interests match the interests of the case, the more likely it is they will succeed.

Each case also has a difficulty level. The more stars the case has, the more difficult it is, making it even more important to assign a squad that matches its interests. Remember, you can always go to the floor plan computer next to the office phone to change your squads around (and even fire agents) to better fit missions. Don't be afraid to try out different combinations.

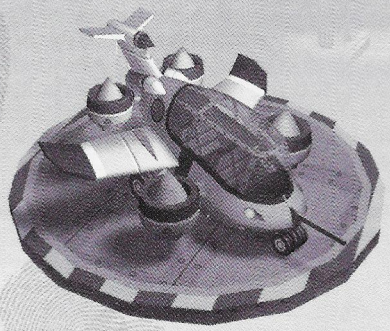
## TAKE COVER!

When in the lobby of your headquarters, use the Derobenator 9000 to change your special agent's outfit. It is always a good idea to keep the bad guys guessing, so changing your disguise is a definite plus. When you select the Derobenator 9000, you first choose the category you would like to browse: Agent Gear, Street Gear, Costumes, Friends and Faux, and the Makeover Mirror.

Each category comes with different outfits for you to choose from, with the exception of the Makeover Mirror, where you have the option to change all your features. In each category, make sure to check for new outfits by clicking on your agent's body, new headgear by clicking on your agent's head, and new glasses by clicking on the accessory button. Every category allows you to change your agent's hair color, skin tone, and face decal. Make sure to keep those bad guys guessing!

### LET'S JET!

When you have solved enough cases, you get to use your very own harrier jet! While other agents are stuck in town, you can explore beyond the city limits like a true agent, thanks to your advanced airborne technology! To get to your harrier jet, go to the third floor and then outside. From there, head to the far right corner to begin your aerial adventures.



## DECORATING YOUR HQ

Once inside your headquarters, go to any floor (excluding the lobby) to decorate a room. Use the +Control Pad to choose between your F-Space Manipulator and your painting tool. To use your F-Space Manipulator, equip it and move to an area with a blue Fenergy Vent. From here you can select different decorations for that area. When you are finished decorating, press the +Control Pad down.

**To move furniture in the room:**

When using the F-Space Manipulator in a room, design the area by dragging an item to a certain location using the Wii Remote. To rotate the item, use the Control Stick. While using the F-Space Manipulator, the stats of the floor you are working on are visible. Each decoration supports different interests. Some have multiple interests while others have only one. Some items have more interest points than others, with a maximum of five points. Put your agents on the floor that best fits their interests to make their missions more successful.

## TOP OF THE WORLD

On the third floor, check out trophies you have received for your excellent work on missions and use the arcade machine to work on your skills (or just have fun!). All the games in your arcade are puzzles you have unlocked in the field. You can work on your lock-picking, forensics, and hacking skills, and try to beat your high scores. There's also a special, secret game in the arcade machine, so use your skills as an agent to find it!

## MINI GAMES

While in the field working on cases, you come across different puzzles your agent needs to solve. To exit a game, select the red x icon, and if you have any further questions, select the orange question mark icon while in a puzzle screen.

## HACKING

When your agent comes across an inaccessible computer, and you need the information inside, you have to hack it. Use the Wii Remote to navigate the cursor through a narrow maze. Follow the highlighted path while keeping up with the moving screen. If you move your cursor too far off the path, it turns red and drains your time quickly. Move your cursor back to where you went off the path and it starts up again. When you reach a question mark icon, the highlighted portion may change to a different route, so stay alert! If you want to make the hacking go faster, press and hold the **B** Button.

### CONTROLS

| | |
|---|---|
| **Move cursor** | Wii Remote |

## REPAIRING

When you come across a broken item you need to fix, you need to gather spare parts to repair it. Once you have gathered enough spare parts, you enter the repair screen. You see all the available pieces to use at the bottom of the screen. The goal is to get the inoperable red pieces to work again by turning them green. Select and place pieces by pressing the **A** Button. Drop a piece back into your bag by selecting it and pressing the **B** Button. Use the Control Stick to rotate a piece, and connect pieces to the generator to get them to operate.

This may take a couple of tries to get right, so you might want to start over. If you do, select the green rewind icon to put all the pieces you have placed back into your bag.

### CONTROLS

| | |
|---|---|
| **Select/Place piece** | **A** Button |
| **Return piece to bag** | **B** Button |
| **Rotate piece** | Control Stick |
| **Toggle construction case open/closed** | **1** Button |

## FORENSICS

Some items you find need to be analyzed for further details. In the forensics puzzles, place atoms on a grid to form a molecule. On the right side of the screen are four test tubes: blue, green, purple, and pink, and each contains a certain amount of atoms for the puzzle. All of the tubes must be completely emptied to complete the puzzle.

Pick up an atom by pressing the **A** Button on a test tube and dragging the atom to the grid. Each atom design has a different number of yellow dots, representing how many connections it can withstand. You want to create a molecule that uses all the dots from all the atoms, while keeping it stable. If an atom has more connections than dots, it becomes unstable and a red circle-and-slash symbol appears. As with repairing, you undo all your work by selecting the red rewind icon.

### CONTROLS

| | |
|---|---|
| **Pick up/Place atom** | **A** Button |
| **Return atom to test tube** | **B** Button |

## LOCK PICKING

If you find you are locked out of a room or other door, don't worry! Just pick the lock. When entering the lock-picking screen, you see tumblers that prevent the key from reaching the lock. Move the tumblers so the key can reach the lock. To move a tumbler, grab it by pressing and holding the **A** Button. Drag the tumbler to move it to another location. Tumblers can only be moved in the direction that the arrows on them are pointing.

### CONTROLS

| | |
|---|---|
| **Drag tumbler** | **A** Button |

## HINTS AND TIPS

- Remember to keep your eyes open for secret areas and chests with decorations for you and your HQ. It helps to go everywhere!
- Upgrade your HQ floors as you get new and better items. When you start to run out of space, take out items with less stats and replace them with items that increase the interest levels on the floors more. Doing this comes in handy when you start to get harder cases.
- Sometimes the best tool for a special agent is patience. If you are confused or stuck, take your time. Check your casebook for clues and make sure you check out all the areas you can. Don't forget your magnifying glass!
- Your HQ is not the only place you can change into a different disguise. Look for mirrors throughout the game to make a quick change.



# LIMITED 90-DAY WARRANTY

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*Online:* http://warrantyinfo.ea.com

*Automated Warranty Information:* You can contact our automated phone system 24 hours a day for any and all warranty questions: US 1 (650) 628-1001

**EA Warranty Mailing Address**

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